

## Year A

	Autumn <b>VIKINGS</b>	Spring <b>EARTH AND SPACE</b>	Summer <b>AROUND THE WORLD</b>
<b>Science</b>	<p><b>States of Matter</b> (Y4) Understand solids, liquids and gases, such as ice, water and vapour.</p> <p><b>Forces</b> (Y5 part A) Develop an understanding of water and air resistance for making Viking longships in DT.</p> <p><b>STEM:</b> egg parachutes, paper helicopters and tinfoil boats</p>	<p><b>Earth and Space</b> (Y5) Develop an understanding of our solar system, including the work of Ancient Greek astronomers.</p> <p><b>Trip:</b> Norwich Astronomical Society Observatory at Seething</p> <p><b>Light</b> (Y6) Understand light, shadows and sunlight.</p> <p><b>STEM:</b> periscopes, spectrosopes and shadow theatres</p>	<p><b>Electricity</b> (Y4) Develop an understanding of electric circuits and switches for making a travel game in DT.</p> <p><b>STEM:</b> Circuit clown</p> <p><b>Animals Including Humans</b> (Y6) Understand the human circulatory system and the impact of diet and exercise on your body.</p>
<b>Computing</b>	<p><b>E-Safety and Online Blogs</b> Develop their understanding of online safety and use blogs to share, communicate and collaborate online.</p> <p><b>Stop-Motion Animation</b> Shoot and edit a Lego animation about the Vikings using iPads and the Stop Motion app.</p>	<p><b>Programme Games</b> Design, write and debug algorithms to programme a Star Wars themed game on Code.org</p> <p><b>Research</b> Use the internet effectively to research Ancient Greece, appreciating how results are selected and evaluating digital content.</p>	<p><b>Data Handling</b> Collect, evaluate and present data from Danegold Tax using Excel spreadsheets and graphs on other programs.</p> <p><b>Monitor and Control Games</b> Design, write and debug algorithms that programme, monitor and control an electric travel game with a Micro:bit to keep score.</p>
<b>History</b>	<p><b>Vikings</b> Study the Viking and Anglo-Saxon struggle for the Kingdom of England.</p> <p><b>Trip:</b> Norwich Castle –Anglo Saxon and Viking Day</p> <p><b>Visitors:</b> Workshop - Longship Trading Company</p>	<p><b>Ancient Greece</b> Study Ancient Greek life and achievements and their influence on the western world, including the legacy of Greek culture on later periods in British history.</p>	<p><b>Ancient Egypt</b> Study the achievements of the earliest civilizations, such as the Ancient Egyptians, including an overview of where and when the first civilizations appeared.</p> <p><b>Trip:</b> Norwich Castle – Ancient Egyptian Day</p>
<b>Geography</b>	<p><b>Water</b> Describe rivers, the water cycle and the distribution of water around the world. Describe and understand the key aspects of human and physical Geography.</p> <p><b>Trip:</b> Local rivers, streams and lakes.</p>	<p><b>Planet Earth</b> Locate and compare time zones and climate zones in different countries around the world. Locate the Tropics of Cancer/Capricorn, Arctic/ Antarctic Circle and Prime/Greenwich Meridian.</p>	<p><b>Travel Destinations</b> Conduct fieldwork in a popular holiday destination in Norfolk and compare it to Moscow and Mexico. Observe, measure, record and present the human and physical features in Great Yarmouth.</p> <p><b>Trip:</b> Great Yarmouth seafront</p>
<b>DT</b>	<p><b>Mechanical Boat</b> Use pulleys and winches in their Viking longship to raise the sail and pull the boat. Use a range of materials and equipment to make their boat watertight and buoyant.</p> <p><b>STEM:</b> K'Nex cranes</p>	<p><b>Pencil Case</b> Make a pencil case that is functional and aesthetically pleasing for a space museum gift shop. Use a wide range of tools, materials and components, such as fabric, embellishments, fasteners, needle and thread.</p>	<p><b>Programmed Electric Game</b> Apply their understanding of electrical systems and computing to programme, monitor and control an electric travel game with a Micro:bit to keep score.</p>
<b>Art</b>	<p><b>Resist Printing</b> Study the work of famous artist Paul Klee. Explore different techniques and media, such as batik, wax, oil, glue, ink and watercolour. Use a range of materials for resist printing a design onto a sail for their Viking longship.</p>	<p><b>Sculpting Pots</b> Sculpt Ancient Greek pots using different techniques and materials, such as brown gummed tape, papier-mache and clay.</p>	<p><b>Buildings</b> Study the work of famous architects Antonio Gaudi, Zaha Hadid and Frank Gehry. Use sketchbook to record observations of buildings. Use pastels and graphite pencils with different levels of hardness to draw famous building from around the world.</p>

## Year B

	Autumn <b>NORWICH</b>	Spring <b>TRANSPORT</b>	Summer <b>STONE AGE</b>
<b>Science</b>	<p><b><u>Animals including Humans</u></b> (Y4 Part A) Develop their understanding of the digestive system for making medieval bread in DT.</p> <p><b><u>Sound</u></b> (Y4 part A) Develop an understanding of how sound is made for making medieval instruments.</p>	<p><b><u>Forces</u></b> (Y5 part B) Develop an understanding of gravity, friction and aerodynamics for making motorised vehicles in DT.</p> <p><b><u>Trip:</u></b> The Aviation Academy – STEM workshop</p> <p><b><u>STEM:</u></b> Balloon cars and paper planes</p> <p><b><u>Electricity</u></b> (Y6) Develop an understanding of electric circuits, voltage and symbols for making motorised vehicles in DT.</p>	<p><b><u>Animals including Humans</u></b> (Y4 part B) Understand food chains and the adaptation of human teeth.</p> <p><b><u>Evolution and Inheritance</u></b> (Y6) Understand the evolution and adaptation of humans, plants and animals.</p>
<b>Computing</b>	<p><b><u>E-Safety</u></b> Use technology safely, respectfully and responsibly, recognising acceptable/unacceptable behaviour and identifying how to report concerns.</p> <p><b><u>Visitors:</u></b> The Breck Foundation</p> <p><b><u>3D Modelling</u></b> Use software to create a 3D model of a medieval castle on Sketchup.</p>	<p><b><u>Monitor and Control Vehicles</u></b> Design, write and debug programs that control or simulate Lego vehicles</p> <p><b><u>Visitors:</u></b> STEM Lego robotics</p> <p><b><u>Programme Games</u></b> Design, write and debug algorithms to program a racing game on Kodu.</p>	<p><b><u>Booklet</u></b> Use a variety of software to collect, evaluate and present information as a booklet on Word.</p> <p><b><u>Film Making</u></b> Use a variety of digital devices and software to shoot and edit a film about The Stone Age on iMovie.</p>
<b>History</b>	<p><b><u>Norwich Castle and Cathedral</u></b> A local history study of a site dating from a period beyond 1066 that is significant locally. Study Norwich Castle and Cathedral through the Middle Ages with links to British monarchy.</p> <p><b><u>Trip:</u></b> Norwich Castle and Cathedral</p>	<p><b><u>The First Railways</u></b> Study an aspect in British history beyond 1066 that is a significant turning point in British history, such as the first railways.</p> <p><b><u>Trip:</u></b> Gressenhall Workhouse 'Victorian Day'</p>	<p><b><u>Stone Age to the Iron Age</u></b> Study the changes in Britain from the Stone Age to the Iron Age and an aspect of social history, such as crime and punishment.</p> <p><b><u>Trip:</u></b> Gressenhall Farm 'Neolithic Britain'</p>
<b>Geography</b>	<p><b><u>Settlements</u></b> Describe and locate settlements and cities in the UK and understand how they have changed over time.</p>	<p><b><u>Global Trade</u></b> Describe economic activity, trade links and the distribution of natural resources around the world, such as food, energy and minerals.</p>	<p><b><u>Wonderful Walks</u></b> Conduct fieldwork in the Broads and locate other geographical and topographical features in the UK.</p> <p><b><u>Trip:</u></b> How Hill - The Norfolk Broads</p>
<b>DT</b>	<p><b><u>Cooking and Nutrition</u></b> Prepare and cook a flavoured loaf of savoury medieval bread using a range of ingredients. Develop their understanding of healthy eating, balanced diets and the origin of ingredients from around the UK.</p>	<p><b><u>Electric Car</u></b> Apply their understanding of electrical and mechanical systems to make a motorised toy vehicle and a racing cart for the Goblin Racer competition.</p> <p><b><u>Trip:</u></b> Goblin Racer Competition</p>	<p><b><u>Mechanical Toy</u></b> Use cams and gears in their animal themed children's toy with moving parts. Use a range of tools and building materials, such as wood and saws.</p>
<b>Art</b>	<p><b><u>Sewing</u></b> Use a sketchbook to record observations of medieval wall-hangings at Norwich Castle and make one using a range of materials and techniques, such as embroidery, appliqué, tapestry and quilting.</p> <p><b><u>Trip:</u></b> Norwich Castle</p>	<p><b><u>Landscapes</u></b> Study the work of famous artists David Hockney and Anselm Kiefer. Use sketchbooks to record observations of local landscapes and use a range of techniques and materials to make landscape paintings and collages with roads, railways and paths.</p>	<p><b><u>Moving Figures</u></b> Study the work of famous sculptures Alberto Giacometti and Edgar Degas. Use a sketchbook to record their observations of people mid-movement and sculpt Neolithic hunters using wire and tinfoil.</p>

## Year C

	Autumn <b>WWII</b>	Spring <b>THE AMERICAS</b>	Summer <b>CHINA</b>
<b>Science</b>	<p><b>Sound</b> (Y4 part B) Develop an understanding of ears and hearing for making ear defenders.</p> <p><b>Properties and Changes of Materials</b> (Y5 part A) Test and group everyday materials based on their properties and apply this to building Anderson Shelters in DT.</p>	<p><b>Living Things and Their Habitats</b> (Y4) Classify animals using keys and recognise that environments can change in a positive or negative way, such as the Amazon rainforest.</p> <p><b>Living Things and Their Habitats</b> (Y5) Develop an understanding of the life cycles and reproduction of plants and animals.</p> <p><i>Trip: Amazona Zoo- Cromer</i></p>	<p><b>Properties and Changes of Materials</b> (Y5 part B) Develop an understanding of the reversible and irreversible changes that happen to solids, liquids and gases, linked to cooking spring rolls in DT.</p> <p><b>Living Things and Their Habitats</b> (Y6) Classify microorganisms, plants and animals into broader groups.</p> <p><i>Tip: Bluebell Woods – local woodland habitat</i></p>
<b>Computing</b>	<p><b>E-Safety and Emails</b> Develop their understanding of online safety and use emails to effectively, responsibly and safely communicate and collaborate online.</p> <p><b>Digital Art</b> Use a variety of software and devices to create portraits of people during WWII inspired by Picasso.</p>	<p><b>Programme Quizzes</b> Design, write and debug algorithms to program a quiz about animals on Scratch.</p> <p><b>Presentations</b> Combine a variety of software to collect, evaluate and present information about the Maya Civilisation on PowerPoint.</p>	<p><b>Webpages</b> Combine a variety of software to share information online by designing and creating their own webpages about China.</p> <p><b>Radio Podcast</b> Use a variety of digital devices and software to record and edit a radio podcast.</p>
<b>History</b>	<p><b>WWII</b> Study an aspect in British history beyond 1066 that is a significant turning point in British history, such as the Battle of Britain.</p> <p><i>Trip: The Poppy Line – Sheringham</i></p>	<p><b>The Maya Civilisation</b> Study a non-European society that provides contrasts with British history, such as the Maya Civilisation.</p> <p><i>Trip: Museum of Norwich – Mayan Chocolate</i></p>	<p><b>The Shang Dynasty</b> Study the achievements of the earliest civilizations, such as the Shang Dynasty of Ancient China, including an overview of where and when the first civilizations appeared.</p>
<b>Geography</b>	<p><b>Exploring Europe</b> Conduct fieldwork in a major UK city and locate other cities and countries in Europe.</p> <p><i>Trip: Norwich city</i></p>	<p><b>The Amazing Americas</b> Locate and describe key features of environmental regions and countries of North and South America.</p>	<p><b>Magnificent Mountains</b> Describe mountains and compare the physical and human geography of the Pennines, Alps &amp; Andes.</p>
<b>DT</b>	<p><b>Tall Tower</b> Use a range of building materials and tools to strengthen, stiffen and reinforce more complex structures to make a tall and sturdy watch tower.</p> <p><i>STEM: Spaghetti towers and chocolate welding</i></p>	<p><b>Mechanical Poster</b> Use levers and linkages in their mechanical animal poster with moving parts. Use a variety of materials and components for their aesthetic and functional qualities.</p>	<p><b>Cooking and Nutrition</b> Prepare and cook savoury spring rolls using a range of equipment and ingredients. Develop their understanding of healthy eating, balanced diets and the origin of ingredients from around the world.</p>
<b>Art</b>	<p><b>Portraits</b> Study the work of famous artists Henry Moore and Pablo Picasso. Use sketchbooks to record observations of their faces. Use digital software, charcoal and graphite pencils with different levels of hardness to draw portraits for WWII propaganda posters.</p>	<p><b>Printing</b> Print a Mayan inspired repeated pattern using a variety of techniques and materials to make printing blocks, such as string blocks, carved Styrofoam and cardboard cut-outs.</p>	<p><b>Colour and Design</b> Study the work of famous designers Cath Kidston and William Morris. Use sketchbooks to record observations of nature to help design Chinese inspired wallpaper and ceramics. Mix and combine a range of complementary and contrasting tints, shades and hues.</p>